TECMO KOEI AMERICA CORP.

Xtreme Legends
Dynasty Warriors 8
Complete Edition

INSTRUCTION MANUAL

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English

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*Game features described in this manual are subject to change.
*Screenshots in this manual have been taken from a development version of the game.
Manual Design: Ayako Miyashita

DYNASTY WARRIORS 8: XTREME LEGENDS COMPLETE EDITION
English

DYNASTY WARRIORS 8: Xtreme Legends Complete Edition Overview

Story Mode

Wei, Wu, Shu, Jin, Other, and Lu Bu... Experience the stories of each of these 6 different factions. Completing specific conditions will enable the story to branch off into hypothetical stages as well.

Free Mode

Here, you can play each stage with your own settings. You can also change how the battles unfold by adjusting their hypothetical settings. Additionally, allies made in Ambition Mode can be chosen as bodyguards, and you can upgrade your weapons.

Ambition Mode

Gain allies, build up your camp and look to unite the land. Seek victory in consecutive battles, earning you various rewards, and in Regional Subjugation, which is based on capturing strategic locations.

Challenge Mode

Compete across 5 different courses and attempt to set new high scores. Score high enough and you may even earn valuable weapons! Test yourself against players from around the world via the online rankings!

Starting the Game

Beginning a Game

1. The first time you play the game, save data will be created. If save data already exists, it will be loaded automatically.
2. If you press START during the opening movie or at the Title Screen, you will be taken to the Main Menu.

Importing save data from DYNASTY WARRIORS 8

When you first start up the game (with no save data present), you can decide whether to import save data from the PlayStation®3 system version of DYNASTY WARRIORS 8 or not. In order to import the data, you will need to take the following steps:

▶Preparations for importing data

1. Install the latest patch for the PlayStation®3 system version of DYNASTY WARRIORS 8.
2. Select "Save/Load" in the "Options" menu of DYNASTY WARRIORS 8 and press the ● button to upload your save data to the network.

*For more details on copying data, please refer to the PlayStation®Vita system user's guide (http://manuals.playstation.net/document/en/psvita/) and read the section entitled "Copying and playing saved data on multiple systems" under the "Games" section.

Main Menu

Select a game mode to play.

Links between modes

Officer development, obtained Skills, weapons and gold are shared between Story Mode, Free Mode and Ambition Mode. Bodyguards and animals are also shared between Ambition Mode and Free Mode.

Story Mode	Select a kingdom and play through its story.
Free Mode	Select a stage as well as an officer to play as. You can also take bodyguards or animals into battle with you.
Ambition Mode	Test yourself in various battles, and collect allies and materials in order to develop your camp and conquer the land.
Challenge Mode	Compete in challenges with various rules and go for new high scores.
Gallery	View character models as well as movies from the game and more. As you play through the game, you will unlock more items to be viewed.
Encyclopedia	Read about the story of the Three Kingdoms, as well as its officers, battles, terminology and time line.
Options	Adjust game settings.
Continue	Load interim save data and continue playing from where you left off.

*"Continue" is only displayed if you have interim save data.

Saving & Loading

The method of saving and loading will differ by mode.

Saving

Autosave

The game will save automatically in places such as after battles.

Manual save

You can save by selecting "Save" from the Info screen (START) before battle. In Ambition Mode, you can save by selecting "Save" from the results screen after battle.

Loading

You can continue playing from your last save by selecting "Continue" from either the story selection screen in Story Mode or when the Ambition Mode begins.

Saving and loading during battle

In Story Mode and Free Mode, you can create an interim save during battle by selecting "Save" from the Info screen (START). If you choose "Continue" from the Main Menu, then you can resume from where you left off in the battle.

*Saving while in Story Mode, Free Mode or Ambition Mode will cause your interim save to be deleted.

Sharing save data (Cross-Save)

You can share save data with the PlayStation®4 system version of DYNASTY WARRIORS 8: Xtreme Legends Complete Edition or the PlayStation®3 system version of DYNASTY WARRIORS 8: Xtreme Legends. Go to "Options" in the Main Menu and select "Save/Load" - "Data sharing" - "Upload" to upload your save data to the network. By downloading your uploaded save data to other versions of the game, you can continue playing the game on your other systems. Similarly, if you upload save data from the PlayStation®3 system or PlayStation®4 system versions of the game to the network, you can continue playing it on your respective system.

*Interim save data cannot be shared.

When connecting online

By connecting to the network, you can play online or download additional content for the game. For more information on connecting online, please refer to the PlayStation®Vita user's guide at http://manuals.playstation.net/document/en/psvita or refer to your network device's instruction manual. Additionally, when using a wireless connection, it may be affected if computers or other game devices are connected to the network as well.

Options

You can adjust game settings by selecting "Options" from the Main Menu and other locations.
Select "Apply" to finalize changes to the settings.

Display	**Map**	*[Semi-auto/Auto/Manual]* Switch between the map display methods when battle updates are given. Semi-auto: Automatically switches to the overview map. Auto: After switching to the overview map, it returns to the previous map setting. Manual: The map does not switch during battle updates.
	Health bars	*[On/Off/Officers only]* Turn the Health Gauges displayed above the enemies' heads on or off.
	Subtitles	*[On/Off]* Turn the subtitles for the events (movies) on or off.
	Enemy direction	*[On/Off]* Turn the indicator that shows the direction of the currently targeted enemy officer on or off.

Control settings	**Assisted controls**	*[Off/On]* Turn the controls assistance that makes it easier to perform specific attacks in certain situations on or off.
	Camera - vertical	*[Normal/Inverse]* Switch the controls for moving the camera up and down.
	Camera - horizontal	*[Normal/Inverse]* Switch the controls for moving the camera left and right.
	Targeting	*[Normal/Auto]* Turn the ability of the camera to automatically track enemy officers while strafing on or off.
	Storm Rush	*[Auto/Manual]* Choose whether Storm Rush attacks will be triggered automatically or not.
	Button settings	Assign commands to each of the buttons.
Sound	**Music volume**	Adjust the volume of the background music in the game.
	Sound effects volume	Adjust the volume of the sound effects in the game.
	Voice volume	Adjust the volume of the voices in the game.
	Random music	*[Off/On]* Set whether the music for modes other than Story Mode will be chosen randomly or not.
	Sound test	Play back songs that you have heard within the game.

Network settings **Matching settings**	*[None/Same platform only]* Decide whether to play with other players who have a different version of the game than the PlayStation®Vita system version, or only with players who are playing the PlayStation®Vita system version.
Reset officers	Restore the abilities of all characters to their default values.
Save/Load	Save or load the game, or upload or download data online via the network.
PlayStation®Store	Obtain or purchase additional game content from PlayStation®Store.

*A Sony Entertainment Network account is required to use PlayStation®Store.

For more details, please refer to the PlayStation®Network page on the PlayStation® official site: http://www.us.playstation.com/psn/.

Battle Controls

Normal Attack

□ button

A regular attack. As your level increases, you will be able to perform even more consecutive attacks.

Jump Attack

While jumping... □ button

Attack while jumping in the air.

Running Attack

After running for a short distance... □ button

Attack while running. The types and effects of techniques will differ by weapon.

Strong Attack

△ button

This is a powerful attack. If you use it to follow up a Normal Attack, you can perform various combos. As your level increases, the types of Strong Attacks you can perform will also increase.

Strong Jump Attack

While jumping... △ button

Perform a Strong Attack while jumping in the air.

EX Attack 1 + 2

△ button

This is an attack you can use when you have equipped your character's favorite weapon (weapons with an EX marker). Each officer has two different kinds of EX Attack.
The controls differ by weapon.
*You will be able to use this attack after your level increases.

EX Attack 1

EX Attack 2

Unlocking attacks

As your level increases, so do the number of attacks you can perform. You can confirm the controls by selecting "Officer info" - "Move list" on the Info screen (START).

Level	New action
4	Normal Attack 5
5	Strong Attack 5
10	Aerial Musou Attack
14	Normal Attack 6
16	Strong Attack 6
25	Musou Attack 2

Musou Attack 1

◉ button

Attack with a finishing move unique to each character. You can use it when at least 1 unit of your Musou Gauge is full. Performing the attack will consume the gauge.

How to fill the Musou Gauge

- Inflict damage on the enemy.
- Your Health Gauge turns red.
- Receive damage from the enemy.
- Obtain items such as wine.

Aerial Musou Attack

▶ While in the air... ◉ button

Perform an Aerial Musou Attack.

Musou Attack 2

▶ R + ◉ button

This is a special finishing maneuver.

True Musou Attack

▶ When your Health Gauge is red... ◉ button

If your Health Gauge is red, you can perform an even more powerful Musou Attack.

Double Musou Attack

▶ While playing with another player... ◉ button

When playing with 2 players, you can perform a powerful Musou Attack when both players are linked by an electrical bond and pressing ◉ at around the same time. You can also perform this attack with a bodyguard.

Rage Attack/True Rage Attack

▶ While in a state of Rage... ◉ button

When in a state of Rage, you can perform a powerful Rage Attack by pressing ◉. You can continue attacking by holding down ◉. If you inflict a certain amount of damage on the enemy with a Rage Attack, it will become a True Rage Attack. If you defeat an enemy officer with a True Rage Attack, a Bamboo Scroll will appear.

Switch Attack

R button

Switch weapons while performing a special attack. You can also use it to follow a Normal Attack or Strong Attack.

*Pressing R while mounted on an animal will switch your weapon without attacking.

Switch Counter

R button

When fighting an enemy against whom your weapon is at a disadvantage, you can perform a Switch Counter. Watch for your opponent to use their stored attack (lights up blue) and press R to switch weapons and perform a counterattack. Abilities such as your Attack and Defense will increase and you will inflict heavy damage on your opponents.

Check the weapon's affinity advantage/disadvantage by referring to the markers above the characters' heads.

Advantage Disadvantage

Storm Rush

■ button, or ■ + △ button

A Spirit Gauge will be displayed above the heads of enemies against whom your weapon is at an advantage. As you attack the enemy, the Spirit Gauge will be depleted and when it is empty, a Storm Rush will be activated, enabling you to rush the enemy and attack.

If you have selected "Manual" under "Controls" - "Storm Rush" within the "Options" menu, you can activate the move by pressing ■ + △ when the Spirit Gauge is empty.

The Spirit Gauge

When the gauge reaches empty, you will be able to perform a Storm Rush.

Rage

Screen (touchscreen)

Tapping the lower left corner or the center of the screen (touchscreen) when the Rage Gauge is full will enable you to enter a state of Rage for a limited period of time.

*You can fill the Rage Gauge by inflicting damage on the enemy. Using a Switch Counter enables the gauge to fill faster.

When in a state of Rage...

● Your attack range increases. ● The time between attacks shortens. ● Your Attack, Defense and Speed will increase. ● You will not be knocked back when hit by the enemy. ● Your Musou Gauge will be filled and you can perform a Rage Attack.

Fight using the Three Point System!

Know your weapon's affinity!

There are three types of weapon affinity: Heaven, Earth, and Man. Heaven is strong against Earth, Earth is strong against Man, and Man is strong against Heaven. Together, this is known as the Three Point System. If you attack with a weapon that has an advantage, you will inflict a large amount of damage, and the enemy will refrain from attacking aggressively, giving you the edge in battle.

Come from behind with a Switch Counter!

If you attack with a Switch Counter when your weapon is at a disadvantage, your abilities will be temporarily powered up and you can inflict a large amount of damage. It is your chance to turn the tables on the enemy. However, bear in mind that when your weapon is at a disadvantage, you will sustain greater damage from enemy attacks, so be sure to block carefully and look for a chance to counter.

Finish the fight with a Storm Rush!

A Spirit Gauge will be displayed above the heads of enemies against whom your weapon is at an advantage. When the Spirit Gauge is empty, you can inflict a large amount of damage by rushing the enemy. You will also attack the surrounding enemies, so try to lure in as many as possible when attacking with a Storm Rush.

Somersault

L button

Press L in order to regain your balance after being knocked in the air by an enemy attack. If you press L right before you hit the ground, you will perform a somersault while landing.

Ladders

⊗ button

Climb ladders by pressing ⊗ while standing near them and then moving the left stick up and down. Pressing L will enable you to block enemy attacks while climbing. You can quickly jump to the bottom of the ladder by pressing ⊗.

Swim

Left stick

You can swim in water by using the left stick. Stairs and banks can be used to get back onto land. You cannot attack or defend while in the water.

Deadlock

□ button

When you engage in a deadlock with an enemy officer, rapidly press □ to gain the advantage. If victorious, then you will gain an opening to attack your opponent, while you both will present an opening in the event of a tie, and you will give an opening if you lose.

Stunned

Sometimes, you may be stunned after being hit by an enemy attack. You can speed up your recovery by quickly pressing one of the following buttons: L/R/○/△/□/⊗.

Mount/dismount horse

⊗ button

Press ⊗ to mount a horse you are standing nearby. You can also press ⊗ to dismount a horse you are riding. You can use □/△ to attack while mounted on a horse.

Call horse

Screen (touchscreen)

Summon your horse to your side by touching the bottom right corner of the screen (touchscreen) or by pressing SELECT. You can also mount the horse by continuing to touch the screen (touchscreen) or by holding down the button.

Jump horse

△ button

Pressing △ while galloping with a horse will cause the horse to jump.

Game Screens

Battle Screen

Target marker
The officer you are currently fighting.

Affinity advantage/disadvantage

Time remaining

Enemy info
The enemy's name, health, weapon type and affinity.
Heaven Earth
Man

Morale
The morale of both armies (Allied: Blue, Enemy: Red).
This changes depending on the battle conditions, and people will fight harder when their morale is high.

Chain count
The number of consecutive hits landed against the enemy.

Map

Player info

K.O. Count
The number of enemies you have defeated.

Player info 1

Weapons

The weapon on the left is the one you are currently using. The one on the right is your reserve weapon. The color indicates its affinity (**Heaven**/**Earth**/**Man**).
You can press R to switch to your reserve weapon.
1. Weapon 1
2. Weapon 2
Ex A weapon capable of using an EX Attack.

Rage Gauge

You are able to enter a state of Rage when this is full. The gauge is filled by inflicting damage on the enemy. You can also fill the gauge rapidly by performing a Switch Counter.

Giving orders to bodyguards

You can use the directional buttons to switch between guard/mobilize or choose from all of the orders by going to "Command bodyguards" on the Info screen (Free Mode and Ambition Mode only).

- Guard
- Mobilize
- Secure Location
- Officer-specific skills

Player info 2

Health Gauge (upper gauge)

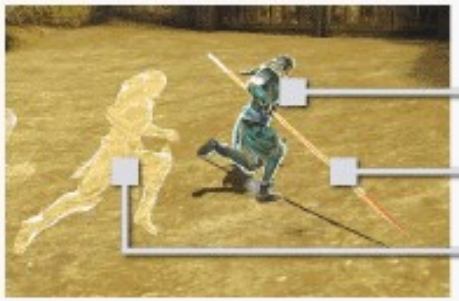
Your character's remaining health. The color of the gauge will change as you take damage: (Blue→Yellow→Red).
The battle will end if the gauge reaches empty.

Musou Gauge (lower gauge)

You can use a Musou Attack when at least 1 unit of the gauge is full. You can have 2 or more units once your level increases.

Power-up Items

Your weapon, character or character's figure will glow when an ability is being powered-up.



No entry marker

You cannot proceed any further past this mark.

Map

You can use the down button to switch between the overview and zoomed maps. You can also switch between maps by tapping on it.

Zoomed map

- Player location and orientation
- Horse (animal) / Bodyguard
- Allied officer / Allied captain
- Allied soldier / Allied siege weapon
- Defeat condition officer
- Enemy officer / Enemy captain
- Enemy soldier / Enemy siege weapon
- Victory condition officer
- Objective location

Overall map

Mission generation point

Differences in elevation (orange)
When you see a ▼ mark, it means you can jump down to lower elevations from higher ones.

Border (black)
You cannot go past this point.

Enemy gate (red)
You cannot go past this point.

Allied gate (blue)
You can pass through here (it opens when you approach the gate).

Info Screen

You can press START to display the Info screen before or during battle.

Menu contents
The contents displayed will differ by mode.

Displaying the info log

If you press △, you can view a record of important battlefield info.

Displaying battle objectives

In Free Mode, you can press □ to confirm your current status on the battle objectives.

Items in Battle 1

Items can appear after you destroy pots or boxes, or after you defeat enemies. Items will disappear after a short time, so be sure to pick them up as quickly as possible.

Recovery Items

Meat Bun	Restores 50 Health.
Meat Bun x2	Restores 100 Health.
Meat	Restores 200 Health.
Chicken	Restores 400 Health.
Wine	Restores 1 unit of your Musou Gauge.
Imperial Seal	Completely restores your Musou Gauge.
Hua Tuo's Ointment	Completely restores your Health and Musou Gauge.

Power-up Items

War God's Axe	Attack x2 for 30 seconds.
War God's Armor	Defense x2 for 30 seconds.
Winged Boots	Increases Speed for 30 seconds.
Weapon Element Gem *1	Adds effects to a weapon depending on the course.

*1 Only appears in Challenge Mode.

Items in Battle 2

Reward Items

Bamboo Scroll	Obtain EXP.
Gold	Obtain Gold.
Treasure Box	Obtain a weapon.
Cloth Bag *2 (red)	Obtain facility materials.
Cloth Bag *2 (blue)	Obtain weapon materials.
Beast Orb *3	Obtain an animal.

*2 Only appears in Ambition Mode.
*3 Appears in Free Mode and Ambition Mode.

Powering-up Officers

Confirming officer info 2

Your officer's abilities increase based on level and can be powered up by equipping Skills and weapons. Weapons, Skills, and animals are shared across all officers. You can check your current abilities by going to the Info screen (START) and selecting "Officer info."

Weapons
Weapon 1 is on top, and Weapon 2 is on the bottom. You can change them by selecting "Equip weapons" before battle.

EX Attacks
Attacks you can perform when you have equipped your favorite weapon.

Gems
Gems are used for the Weapon Fusion command. They can be obtained in Free Mode and Ambition Mode.

Abilities
The abilities of your officer. Abilities that have been augmented by Skills will be displayed in red.

Confirming officer info 2

Compatibility

Your compatibility with a particular weapon type. There are 4 types of special techniques. The more ★ marks there are, the more the weapon's Attack will increase, and if at maximum, you will be able to perform a special technique. It increases along with your level, but each officer has a Compatibility limit for each weapon type.

Skills equipped

Currently equipped Skills. You can change them with the "Equip skills" command.

Animals

The animal you currently have chosen (Free Mode/Ambition Mode). You can change this with the "Select animal" command.

Officer Abilities

Things such as the damage you can inflict on the enemy or your max Health will differ depending on your officer's abilities. The abilities of your officer will increase along with their level.

Level (Lv.)	When your Experience (EXP) bar is full, your level will increase by 1. As your level increases, your Abilities, Musou Gauge units, techniques and combo attacks will increase as well. Once you reach a certain level, you will be able to use special attacks such as Aerial Musou Attacks.
Leadership	This is your ability to command bodyguards. The higher it is, the more it will cost to assign bodyguards. You can increase it by giving special orders to your bodyguards. A bonus will be added after the battle based on the difficulty level chosen.
Health	You will lose the battle if your Health runs out. Your Max Health will increase along with your level.
Attack	The higher your attack, the more damage you can inflict on the enemy. It increases along with your level.
Defense	The higher your defense, the less damage you will take from enemy attacks. It increases along with your level.
Musou	The number of units in your Musou Gauge. It increases along with your level.

Skills

Equipping Skills can increase your officer's abilities and enable you to perform special techniques.
There are 3 types of Skills: ability boosts, weapon-based skills, and weapon category skills.

Ability boosts	Increases the abilities of an officer. The higher the level of the Skill, the greater the effect.
Weapon-based	Enables you to use a special move if you equip that weapon type, even if your weapon compatibility is not at maximum.
Weapon type	Enables you to use a special move if you equip a weapon type that possesses the same special move, even if your compatibility with that weapon type is not at maximum. For example, if you equip the "Dasher" Skill, then you will be able to perform the special technique "Dash" with any weapon type that features it.

Equipping Skills

You can equip Skills by going to the Info screen (START button) and selecting "Equip skills" under "Officer info." Up to 4 Skills can be equipped.

Learning Skills

You can learn Skills based on your performance in battle, enabling you to obtain new Skills, or increase the level of existing ones.
Skills are shared across all officers. In addition, the Skills can be used in Story Mode, Free Mode and Ambition Mode.
The higher you set the difficulty level, the easier it is to learn Skills.
*The level of unequipped Skills will increase as well.

Weapons

You can increase your officer's Attack by equipping a weapon. You can equip Weapon 1 and Weapon 2, and you can fight while switching between them.

Weapon rank
The more ● marks there are, the higher the weapon's Attack strength will be.

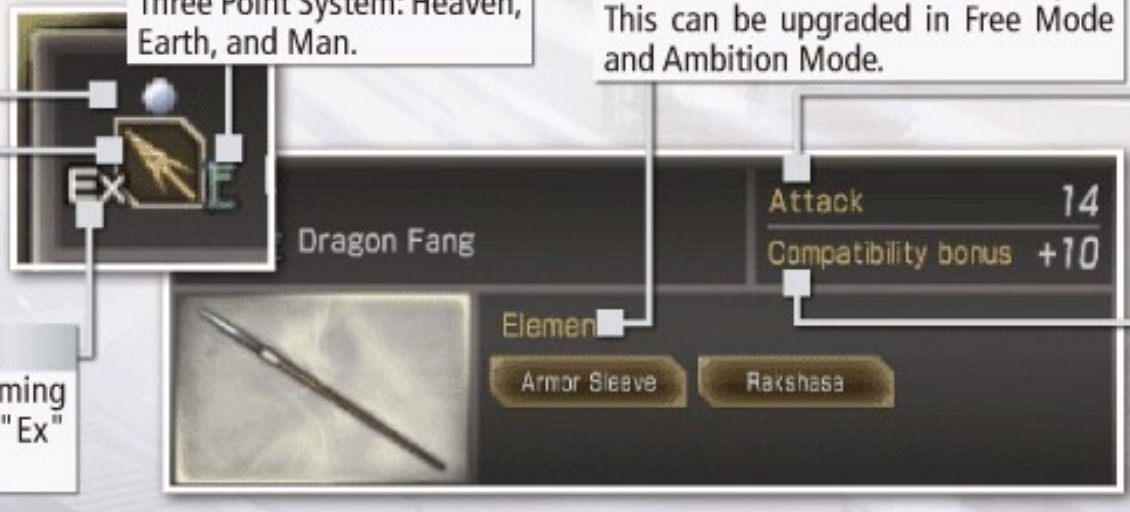
Affinity
There are three types of weapons that make up the Three Point System: Heaven, Earth, and Man.

Elements
The elements affixed to the weapon. This can be upgraded in Free Mode and Ambition Mode.

Attack
This can be upgraded in Free Mode and Ambition Mode.

Weapon Type

Favorite weapon
Weapons capable of performing an EX Attack will have an "Ex" displayed next to them.



Compatibility bonus
Your Attack will increase depending on your compatibility with your weapon.

Equipping Weapons

Before battle, you can change your weapons by going to the Info screen (START) and selecting "Equip weapons" under "Officer info."

*You cannot change your equipped weapons during battle.

Obtaining weapons

Weapons can be obtained at the Blacksmith in the camp or by opening treasure boxes that appear during battle. Weapons are shared across all officers.

Ways to obtain weapons

- Purchase them from the Blacksmith.
- Obtain them from treasure boxes on the battlefield.
- Quickly defeat officers and collect weapons they leave behind.
- Achieve certain high scores in Challenge Mode.

Favorite weapon

Each officer has a weapon type that they are most proficient with (favorite weapon). By equipping their favorite weapon, they will be able to perform EX Attacks.

*You cannot perform EX Attacks if the favorite weapon is currently the reserve weapon.

Elements

Some weapons will have elements affixed to them (a maximum of 6). For elements with levels, the higher the level is, the more powerful the element will be.
As the Rank of the Blacksmith increases, you will be able to add elements to weapons or increase their levels by selecting "Upgrade weapon" or "Weapon Fusion".

*You can also select "Upgrade weapon" or "Weapon Fusion" under "Officer settings" in Free Mode.

Special techniques

Each weapon has special attacks associated with it. When an officer's compatibility with a weapon is at max (★★★★), then the officer will be able to use that weapon's special technique.
There are 4 types of special techniques: Dash, Dive, Shadow Sprint, Whirlwind. Which technique is used is determined by the weapon type.

*By equipping a weapon-based Skill, you can perform the special technique even if your compatibility with that weapon type is not at the maximum value.

Dash

(Staff, Wheels, War Fan, etc.)

Press ⊗ while attacking or in the air to move quickly about.

Dive

(Dragon Spear, Crescent Blade, etc.)

Press ⊗ when knocked back to make an emergency escape.

Shadow Sprint

(General's Sword, Double Pike, etc.)

Press ■ during a Strong Attack in order to charge forward and inflict damage on the enemy.

Whirlwind

(Great Axe, Spear, Pike, etc.)

Add wind to your Normal Attacks, inflicting additional damage on enemies around you.

Bodyguards

Utilizing bodyguards

Within Free Mode and Ambition Mode, you can take officers that have become your allies into battle with you as your bodyguards. You can give orders to your bodyguards during battle.
Only officers that have become your allies in Ambition Mode can be chosen as bodyguards.

Assigning bodyguards

You can choose officers to be your bodyguards by selecting "Officer info" - "Bodyguard settings" - "Organize bodyguards" on the Info screen before battle.
Each officer has a fee for assigning them as a bodyguard. You can select up to 3 officers, as long as the total of the fees does not exceed your Total Fee allowance.

Bonds
As the bonds between you grow stronger, they may learn new support skills.

Total Fee
The total fees of the selected officers. This is set by your Leadership score.

Fee
The fee to use the bodyguard in battle.

Battle skills

Support skills
Skills that are triggered automatically. As your bonds increase, they may learn new support skills as well.

Skill Lv.
This can be increased by using the "Strengthen bodyguards" command. As the level increases, so will the number of times skills can be used.

Giving orders to bodyguards

You can order your bodyguards to carry out certain battle skills. Battle skills include basic skills such as Guard, Mobilize, and Secure Location, as well as officer-specific skills. There is a limit to the number of times you can use the Secure Location or officer-specific skills in a single battle.

Giving orders on the Info screen (all skills)

Orders may be given by going to "Command bodyguards" on the Info screen (START) during battle. When you select a skill that has a usage limit, the bodyguard will switch to Guard or Mobilize after executing the skill.

Giving orders with the directional buttons (Guard/Mobilize)

If you press the up, left or right button during battle, the bodyguard will switch to the battle skill assigned to that button. Each time you press a directional button, the bodyguard will switch between Guard and Mobilize.

*You cannot give the Secure Location or officer-specific commands with the directional buttons.

Strengthening bodyguards

You can power-up your bodyguards by selecting "Officer info" - "Bodyguard settings" - "Strengthen bodyguards" on the Info screen before battle. If you continue to upgrade them, the level of the their battle skills will increase and you will be able to use the skills more often. In addition, the bodyguard may also learn additional skills as well.

First, select an officer to upgrade, and then the officers to perform the upgrade. The officers performing the upgrade will be removed as your allies.

*Officers that are removed as allies may reappear as enemies. If you defeat them, they will become your allies once again.

Upgrading officers
You can select up to 8 officers at a time to use in the upgrade. After the upgrade is performed, they will become free officers.

Upgrade Gauge
When the gauge is full, the target officer's skill level will increase. The blue color indicates the amount of increase if the selected officer is chosen to perform the upgrade.

Story Mode

Story Mode game flow

Play through the stories of each kingdom in chronological order.

1 Select a story

First, chose a kingdom from Lu Bu, Wei, Wu, Shu, Jin, or Other to begin the game.

2 Select a playable character

Select a character to play as from the 1-4 predetermined officers for each stage.

3 Before battle

Speak with the other officers before battle to gather information. You can also purchase weapons from the Blacksmith.

4 Battle

Defeat the enemy and lead your forces to victory! Your officer can be powered-up by leveling up in rank, learning new Skills and purchasing weapons.

5 To the next stage

Complete the victory conditions in order to win the battle! The story will develop and you will be taken to the next battle.

Beginning Story Mode

First, pick a kingdom to play as and then select "New Game" and choose a difficulty level. You will be given the chance to select a character to play as from 1-4 predetermined officers for each stage.
You can replay any stage that you have cleared by choosing "Select stage" from the menu.
*In order to change the difficulty level during the game, go to "Select stage" - "Play all" and set the difficulty level you wish to play at.

Fulfill certain conditions to unlock new developments

If you win battles while completing certain requirements, the story may branch off into an entirely new path. This enables you to play various hypothetical situations, such as "What if Yuan Shao had defeated Cao Cao at Guandu..." or "What if the fire attack at the Battle of Chibi failed..."

Info screen during Story Mode

By pressing START during Story Mode, an Info screen containing the following items will be displayed.

Battlefield Info	During battle	Confirm information such as the victory conditions and officer locations. You can view a record of the battlefield info by pressing △.
Officer info	**Equip weapons**	Before battle Change your equipped weapon.
	Confirm weapons	During battle Confirm or discard your weapons.
	Equip skills	Select a skill to equip.
	Move list	Confirm each of the actions you can perform. You can check the controls for the EX Attacks for each of the officers.
	Stats	Check statistics such as your K.O. Count or combos.
	Online ranking	Compete for high scores against other players over PlayStation®Network.
Change officer	Before battle	Change the character you will play as.
Options	Adjust the display, controls and sound settings.	
Save	Before battle	Save your game data while playing.
Save	During battle	Save your game data while playing.

Free Mode

Free Mode overview

This mode enables you to freely choose officers and hypothetical stages for stages that you have cleared in Story Mode.
Select a stage and officer on the battle preparation screen, and chose "Begin battle" in order to start the battle.
On the officer selection screen, press △ in order to change your officer's costume.

Links with Ambition Mode

In Free Mode, you can select animals and bodyguards to take into battle with you, and also upgrade your weapons. These items are also linked to Ambition Mode.

On the battle preparation screen, you can select "Officer settings" to change the settings.

Animals

Choose "Select animal" to take an animal into battle with you. You can collect animals by obtaining the Beast Orbs that appear in Free Mode and Ambition Mode. In addition, you can also purchase them from the Merchant in Ambition Mode.

Bodyguards

Select "Bodyguard settings" in order to take an officer that you made an ally with in Ambition Mode into battle with you.

Upgrading weapons

By selecting the "Weapon options" command, you can use the Blacksmith within Ambition Mode. As the Rank of the Blacksmith within Ambition Mode increases, you will be able to upgrade weapons as well. Depending on the Rank, the number of things you can do will differ.

Hypothetical settings

You can set hypothetical stage settings on the battle preparation screen. Depending on the settings, the way the specified stage plays out may be affected.

Enabling hypothetical settings

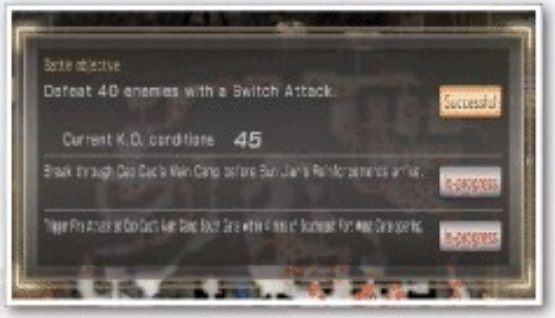
By setting "Use hypotheticals" to "Yes" in the "Gameplay settings" menu, you can adjust the settings individually.

Individual hypothetical settings

Go to "Select stage" and press ■ on the stage selection screen in order to adjust hypothetical stage settings for each stage.

*Only settings that have met the conditions set in Story Mode can be adjusted.

Battle objectives



There are set battle objectives for each stage in Free Mode. By completing these objectives and winning the battle, you can obtain EXP, gems and more as a reward.

You can confirm battle objectives by going to the Info screen (START) during battle, selecting "Battlefield info" and pressing ■.

Evaluating your performance

After the battle is over, you will be evaluated on the number of enemies you defeated, the time you took to complete the stage, and your feats obtained. There are 5 evaluations in total (A>B>C>D>E).

Battle preparation screen

The following menu will be displayed on the battle preparation screen.

Select stage	Select a stage (battlefield).	
Change officer	Change the character you will play as.	
Officer settings	**Equip weapons**	Change your equipped weapon.
	Equip skills	Change your equipped skills.
	Select animal	Choose an animal to take into battle.
	Bodyguard settings	Select your bodyguards and power them up.
	Weapon options	Buy, sell and upgrade weapons.
	Change outfit	Change the costume for your character.
Gameplay settings	Adjust the game's difficulty and hypothetical stage settings.	

Info screen during Free Mode

By pressing START during battle in Free Mode, the following menu will be displayed on the Info screen.

Battlefield Info	Confirm information such as the victory conditions and officer locations. You can confirm the battle objectives by pressing ■, and can check the battle's info log by pressing △.	
Command bodygurds	Give orders to your bodyguards.	
Officer info	**Confirm weapons**	Check your equipped weapons.
	Equip skills	Select a skill to equip.
	Select animal	Choose an animal to take into battle.
	Move list	Confirm each of the actions you can perform. You can check the controls for the EX Attacks for each of the officers.
	Stats	Check statistics such as your K.O. Count.
	Online ranking	Compete for high scores against other players over PlayStation®Network.
Options	Adjust the display, controls and sound settings.	
Save	Save your game data while playing.	
Start over	Retry the battle from the beginning.	

Ambition Mode

Ambition Mode game flow 1

Set in the age of the Three Kingdoms, take control of a free officer and realize your ambitions to unite the land. Officer affiliations and hierarchies are set randomly.

Raise your banner!

Build the Tongquetai and support the Emperor!

Objectives
- Gather allies
- Increase Fame
- Increase Rank of facilities

Camp

Prepare for battle and then head to the battlefield.
As you earn victories, you will gain additional allies and facilities, and your camp will develop.

Consecutive battles

Obtain allies, Fame and materials in battle.
You can earn valuable weapons and animals by fighting in consecutive battles.

Tongquetai completed!

Ambition Mode game flow 2

Capture territory in order to unite the land!

Camp

Form a unit and participate in Regional Subjugation. Officers defeated in Regional Subjugation will leave the camp.

Objective

▶100% Regional Subjugation!

Regional Subjugation

Head out to a region and win the battle to increase your subjugation percentage. As the percentage increases, you will be able to invade new regions.

Occupy all of the regions!
Head to the final showdown!

Things to do in the camp

Within the camp, you can make preparations for battle, as well as utilize the Blacksmith and the Teahouse. New facilities will be built, and as their Rank increases, you will be able to do even more things there.

Buying, selling and upgrading weapons

You can buy and sell weapons at the Blacksmith. As the Rank of the Blacksmith increases, you will be able to upgrade weapons as well. Upgrading weapons requires weapon materials. Weapon materials can be found in the blue cloth bags left behind after defeating an enemy officer.

Reforge	Create 2 new weapons from 3 existing ones. The weapon type of the weapons created is generated randomly.
Temper	Pick a weapon (base weapon) to upgrade and add another weapon's (target weapon) elements to it. The target weapon used to upgrade your base weapon will be lost. If the base weapon's elements have reached the maximum number allowed, then the level of the element will be increased. If the base weapon and the target weapon have the same element, then the levels of the two elements will be added together. If the target weapon does not have any elements, then one will be assigned randomly.
Weapon fusion	Use gems together with a weapon (target weapon) to upgrade another weapon (base weapon) by adding or removing elements, increasing its Attack strength, or changing its affinity. The target weapon used to upgrade your base weapon will be lost. Gems can be obtained in Free Mode as well as Ambition Mode.
Special weapons	Purchase a group of different weapons chosen at random. You will not know the details of each weapon until you purchase them.
Obtain DLC	Receive weapons that you have obtained as downloadable content.

Camp management

By selecting "Camp management" from the Info screen (START) within the camp, you can manage the camp by obtaining materials and checking on your allies.

Use Materials	Use the facility materials obtained during battle to raise the Rank of your facilities.
Assign Supervisors	Select a supervisor from the famous officers that are your allies.
Set Camp Symbol	Change the symbol used to decorate your camp. You can obtain more symbols as you progress through the game.
Set Camp Theme	Select an appearance for the camp. You will be able to change these as you proceed through the game.
Allies	Confirm officers who have become your allies. You can become allies with other officers by defeating them in battle. Officers that are defeated in Regional Subjugation or officers that are used to perform the "Strengthen bodyguards" command will no longer be your allies.
Bonds	View your bonds with famous officers. Bonds with other officers can be strengthened by making them your bodyguards or by going to their aid in battle. As these bonds strengthen, special events will occur, and the officers will learn new support skills.

Until the Tongquetai is completed

Along the way, you will need to gather allies, as well as increase your Fame and the Rank of the various facilities within the camp.

Gather allies

You can become allies with other officers by defeating them in battle. Additionally, you can gain new allies by completing the "Ally bonus conditions" in the "Mission info" section of the Info screen (START) during battle. In order to make famous officers (playable characters) into your allies, you will need to defeat them in Great Battles, which occur after fighting consecutive battles.
The number of allies you can have is limited by your Fame, and as you gain more Fame, the more allies you will be able to have.

*If famous officers appear in a Great Battle but you are unable to defeat them, they will be made available in subsequent regular battles.

Increase Fame

You can obtain large increases in Fame by clearing missions in Unconventional Battles. Your Fame will also increase slightly by winning battles other than Unconventional Battles.

Increase Rank of facilities

As you gain more allies, new facilities will be built within the camp. Once you assign a certain amount of facility materials to a facility, its Rank will increase.
Facility materials can be obtained from the red cloth bags that appear on the battlefield. You can assign the materials to a facility by selecting "Camp management" - "Use materials" on the Info screen (START) within the camp.

Key concepts for consecutive battles 1

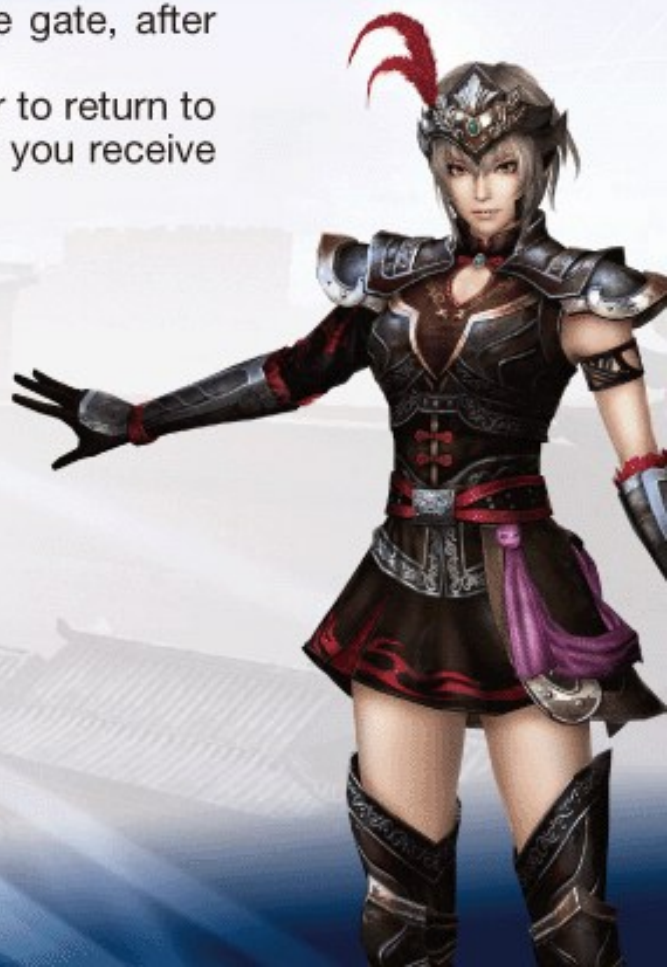
You can set out for battle (consecutive battles) by speaking to the guard at the gate, after which you can choose a difficulty level and battlefield.
If you win the battle, you will be given the option to continue on to the next one, or to return to camp. The more consecutive battles you fight, the greater the rewards and items you receive will be. You can select "Exit battle" to leave the battle at any time.

Fighting in consecutive battles...

- You will proceed to the next battle without recovering health.
- The more consecutive battles you fight, the greater the reward you will receive, as well as valuable weapons and animals.
- Your remaining time will be carried over to the next battle.
- If you are defeated, you will lose all of your rewards earned up to that point, as well as any items that you earned in the current battle.

Returning to camp...

- You are able to keep all of the items and rewards that you have received.



Key concepts for consecutive battles 2

Differences in rewards obtained

	Previous battles		Current battle	
	Items	Rewards	Items	Rewards
Return to camp	○	○	–	–
Exit battle	○	×	○	×
Defeat	○	×	×	×

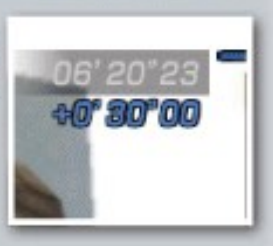
[Items]: Items you receive in battle (EXP, Gold, weapons, materials, animals) and allies.
[Rewards]: The rewards you obtain after a battle (EXP, Gold).

Buy yourself extra time!

Time limits for consecutive battles are quite short. You can earn extra time by completing the following conditions:

- **Defeat an officer** +30 sec.
- **Get 100 K.O.s** +30 sec.
- **Complete mission** +120 sec.
- **Achieve Ally bonus conditions**

Extra time extended depending on difficulty level.



Try to conquer as much territory as possible

Once you have completed construction of the Tongquetai and welcomed the Emperor to your side, you can try to conquer additional territory.
There are a total of 5 regions, each which consist of 4 battlefields. When your subjugation percentage of all of the regions reaches 100%, you will be able to fight in the final battle.

Forming units to go to battle

You can set out for a regional occupation battle by speaking to the official at the gate and forming a unit. From your list of allies, you can select up to 8 unit captains, and up to 3 lieutenants per unit. Depending on the battle trait of the unit captain, the abilities and the fighting style of the unit will change. The more lieutenants a unit has, the harder it is to defeat its captain.

Battle trait	Description
Atk. Master	Has high attack.
Def. Master	Has high defense.
High Spirits	Morale is high at the start of the battle.
Good Luck	Beneficial situations like increased Attack strength continue for longer, and bad situations are recovered from more quickly.

Forming units to go to battle

Select a battlefield to fight on.
As your subjugation percentage increases, the number of battlefields and regions you can choose from will increase.

Battlefield subjugation percentage
This increases by capturing many strategic locations during Regional Subjugation.

Regional subjugation percentage needed
Battlefields will appear once your regional subjugation percentage has reached a certain amount.

Regional subjugation percentage
The subjugation percentage of the entire region. It will increase based on the percentage of each battlefield.

Ways to increase your subjugation percentage

Your battlefield subjugation percentage will change depending on your battle performance. You can increase your subjugation percentage through the following actions:

- Select a higher difficulty level.
- Capture many bases and win the battle with a high subjugation percentage.

*A bonus will be added after the battle based on the difficulty level chosen.

Key concepts for Regional Subjugation

There are numerous strategic locations within the battlefields in Regional Subjugation. By capturing strategic locations, you can increase your subjugation percentage of the battlefield. You must defeat the base captain in order to capture a strategic location.

Strategic Location types and effects

Once a strategic location has been captured, a variety of effects will occur based on its type. You can confirm the type of strategic location by checking the Info screen (START).

Strategic Location	Effect upon capture
None	No effect. Gray indicates a neutral location.
Supply Depot	Weakens the enemy.
Shipping Post	Makes it easier to obtain items after defeating enemies. Items will not appear if this is captured by the enemy.
Treasury	Obtain a bonus after the battle is over.
Messenger Post	Allied reinforcements will appear at regular intervals.
Stable	Increases the marching speed of your unit.

Prevent allies from becoming free officers

Allies defeated in battle will become free officers and leave the camp. The closer you are to an ally when you are fighting well, the better they will fight as well, so be sure to fight nearby them when you see them struggling.

*Bodyguards do not become free officers when they are defeated.

Info screen during Ambition Mode 1

By pressing START during battle in Ambition Mode, the following menu will be displayed on the Info screen.

Battlefield Info		During battle	Confirm information such as the victory conditions and officer locations. You can view a log of the info by pressing △.
Command bodyguards		During battle	Give orders to your bodyguards.
Mission Info		During battle	Confirm missions received during battle.
Officer info	**Equip weapons**	Before battle	Change your equipped weapon.
	Confirm weapons	During battle	Confirm or discard your weapons.
	Equip skills		Change your equipped skills.
	Select animal		Choose an animal to take into battle.
	Move list		Confirm each of the actions you can perform. You can check the controls for the EX Attacks for each of the officers.
	Bodyguard settings	Before battle	Select your bodyguards and power them up.
	Change outfit	Before battle	Change the costume for your character.
	Stats		Check statistics such as your K.O. Count or combos.
	Online ranking		Compete for high scores against other players over PlayStation®Network.

Info screen during Ambition Mode 2

Camp management	Before battle	Manage the various aspects of the camp.
Change officer	Before battle	Change the character you will play as.
Options	Adjust the display, controls and sound settings.	
Quick match	When online	Quickly begin a battle when playing online.
Online Play	Before battle	Connect to PlayStation®Network.
Offline play	When online	Disconnect from PlayStation®Network.
Ad hoc play	Before battle	Play an ad hoc game.
Save	Before battle	Save your game data while playing.
Exit battle	During battle	Exit the battle and return to camp.

Facilities 1

The following facilities can be found within the camp.

Blacksmith

You can purchase weapons here. As its Rank increases, you will be able to upgrade your weapons and make them even more powerful.

Barracks

Send troops to the battlefield to obtain materials, as well as allies and weapons. Check your plunder by coming here after a battle.

Teahouse

Eat food that provides you with benefits on the battlefield, such as increased Health or Attack strength for a limited time. The effects last until you return to camp. As its Rank increases, the number of items available will also increase.

Merchant

Exchange materials and purchase animals. As its Rank increases, the exchange ratio for materials will improve, and you will be able to purchase exotic animals.

Facilities 2

Farmer

The farmer raises crops that can increase your Gold. Check the harvest by coming here after a battle. As its Rank increases, you will be able to collect even more income.

Stables

You can feed your animals here. When your animals feel satisfied, you will be able to obtain materials, weapons, or other animals. As its Rank increases, the types of feed you can give the animals will also increase.

Training Ground

Participate in training exercises and increase the EXP of the facility's supervisor. As its Rank increases, you will be able to obtain even more EXP.

Academy

Purchase items that can increase the EXP, Health, Attack and Defense of your officers. As its Rank increases, you will be able to purchase even more kinds of items.

Challenge Mode

Challenge Mode overview

Compete on various courses and attempt to set new high scores. The level of your character is fixed, and you are unable to equip Skills. However, you are able to change your character's weapon.
Depending on your score, you can obtain a weapon from each course that includes the effects of a Weapon Element Gem.

Battle preparation screen

On the battle preparation screen, you can select details such as the course or the character you will use.

Select course	Choose a course to play.	
Officer info	**Equip weapons**	Change your equipped weapon.
	Move list	You can check the controls for the EX Attacks for each of the officers.
	Change outfit	Change the costume for your character.
Change officer	Change the character you will play as.	
Personal bests	Confirm your high scores for each course.	
Online ranking	Compete for high scores against other players over PlayStation®Network.	
Options	Adjust the display, controls and sound settings.	
Begin battle	Start the battle.	

Course rules 1

There are a total of 5 courses. Each course has a Weapon Element Gem that offers unique effects.

Rampage

Try to defeat as many enemies as possible in the given time.
A large number of soldiers will appear in the center of the stage if you defeat Lu Bu. Also, the Weapon Element Gem "Gale" will appear at regular intervals. By taking it, your Attack strength will increase based on your K.O. Count.

Bridge Melee

Try to knock off as many enemies as possible from the bridge in the given time.
Once you have defeated a certain number of famous officers, Lu Bu will appear. Additionally, the Weapon Element Gem "Comet" will appear at regular intervals. By taking it, enemies hit with a specific Strong Attack will be knocked even further back.

Speed Run

Try to reach the objective point as quickly as possible. If you defeat a famous officer, the Weapon Element Gem "Thunderclap" will appear. By taking it, you will be surrounded in a lightning barrier as you move about.

Course rules 2

Arena

Fight against a continuous stream of famous officers. Defeating a specific famous officer will cause the Weapon Element Gem "Efflorescence" to appear. By taking it, the length of time you are powered up after a Switch Counter will increase.

Inferno

Try to eliminate all of the enemies quickly as possible. If you defeat a famous officer, the Weapon Element Gem "Conflagration" will appear. By taking it, enemies knocked back your attacks will erupt in a fiery explosion.

Network Play

Network Play overview 1

You can play a co-op match together with another player. You can obtain even more rewards than when you play a single player game.
There are two ways to play: playing online with "Online play" or by using "Ad hoc play" to create a local network. You can find a match in online play by selecting Join, Recruit, Invite or Quick match, or by selecting Join or Recruit in ad hoc play.
The methods for starting a network game and their rules will differ by mode.

Network Play overview 2

Stages looking for players (update with SELECT)

Join	Choose a difficulty level and join a game looking for players. You will join the game as a guest.
Recruit	Choose a stage and difficulty level and look for other players to play with. You will be the host of the game.
Invite	Invite a friend to play online together with you. You will be the host of the game.
Quick match	Join a game looking for players. You will join the game as a guest.

Story Mode

Select "Online play" or "Ad hoc play" from the story selection screen after choosing a kingdom. Follow the on-screen instructions and select a stage and officer and then a match against an opponent will be made.

Rules for network play

- The host selects a character first. The guest cannot choose the same character as the host.
- The battle will end in defeat if either player meets the defeat conditions.
- Following the battle, both players will collect their rewards and the network play session will end. You can continue playing offline.

Free Mode

Select Free Mode from the Main Menu and then choose either "Online play" or "Ad hoc play" to begin. During the battle preparation phase, choose your stage and officer and then select either "Begin battle" or "Quick match" to get started. Follow the on-screen instructions and a match against an opponent will be made.

Rules for network play

- Both the host and the guest can select their characters at the same time. They can also play as the same character.
- The battle will end in defeat if either player meets the defeat conditions.

Ambition Mode

Select "Online play" or "Ad hoc play" on the Info screen (START) in camp and then speak to the guard or the official at the gate inside the camp. You can also select "Quick Match" and then choose from "Consecutive battles" or "Regional Subjugation" to begin. Follow the on-screen instructions and a match against an opponent will be made.

Rules for network play

- Both the host and the guest can play as the same character.
- If the host is defeated, the battle will end in defeat.
- If the guest is defeated, the battle will continue as a single player game for the host.
- Guests cannot obtain allies.

Inviting guests to your camp

The game's host can invite the guest to visit their camp.
If you are fighting consecutive battles, you will be given the choice of whether or not to fight with the same player, and if the host returns to camp, then both players will return to the host's camp. In the case of "Regional Subjugation," the players will return to the host's camp after the battle is over.
Guests are able to perform actions such as purchasing items at the host's facilities. When both players speak to the guard or official at the gate, they can continue fighting battles.

You can use the voice chat function when playing online. Please refrain from using any words or phrases that could offend other users or are against the law. Additionally, please do not give out the personal information of yourself or others to people online.